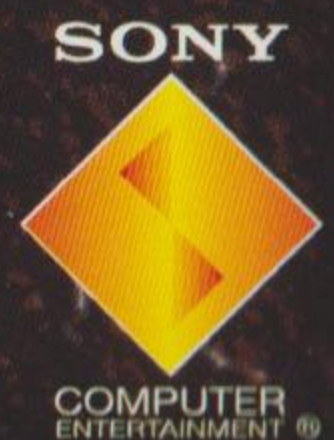




USTIO AIR FORCE OPERATIONS MANUAL V 1.0

ACE COMBAT™ THE BELKAN WAR



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-54041/ANZ

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 112KB minimum • Analog Control compatible: all buttons • Vibration Function compatible

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ENGLISH

USTIO AIR FORCE OPERATIONS MANUAL V 1.0

ACE COMBAT™ THE BELKAN WAR



+HISTORY+

The Belkan War: Once a proud nation of heroic warriors, the Principality of Belka plunged into disorder and desperation during the 1980s. The ambitious Belkan government had sought to expand the principality's borders in an effort to increase prosperity for the region although, inadvertently, this had the opposite effect. With resources stretched too thinly, the region slipped into depression and economic crisis.

In an effort to halt the economic slide, federal law was amended and the nation's borders reduced. However, these measures failed to have the desired effect. Amidst the chaos, a ruthless right-wing party seized control of the government.

March 1995: A huge deposit of nascent natural resources is discovered in the Republic of Ustio, a former dominion of Belka. Desperate to capture these resources, the Principality of Belka invaded the neighbouring territories, sparking a violent conflict that was to become the Belkan War. Faced with an onslaught from the legendary Belkan Air Force, and unprepared for battle, the neighbouring territories were forced to flee.

Within a matter of days, the Belkan Air Force had occupied nearly all of the Republic of Ustio.

Faced with total annihilation, the temporary Ustio government took emergency measures to reform its 6th Air Division, turning it into an air force of foreign mercenaries. The coalition operation, to be carried out with the Osean Federation and the Kingdom of Sapin, was Ustio's only hope.

April 1995: The Ustio Mercenary Unit faced insurmountable odds if they were to resist the powerful Belkan Air Force. On April 2 at 12:49, a scramble was ordered at Valais Air Force Base, Ustio's last remaining stronghold.

Two new recruits to the Ustio Mercenary Unit, an experienced pilot and a maverick hotshot nicknamed 'Solo Wing', also known by his TAC alias Pixy, formed an unlikely partnership. Ustio base control had confirmed that a formation of Belkan bombers was fast approaching. The two pilots were faced with an almost impossible mission – surely one they would not survive – intercepting the Belkan bombers.

The two planes soared off into the sky with a nation's hopes resting on their shoulders.





RIGHT ANALOG STICK SETTINGS

Choose to set the up and down movement of the right analog stick to either Normal or Reverse.

VIBRATION

Set the vibration function to ON/OFF.

SUBTITLE

Choose EN/SUB for English subtitles or NO SUB to turn subtitles off.

DISPLAY SETTINGS

Quick Select: Set the Quick Select screen to ON/OFF.

Wingman Command: Set the commands to be displayed or not displayed.

HUD: Set whether HUD is displayed or not.

HUD Scale: You can change the speed and altitude display to either KNOTS/FEET or KPH/METRES

SOUND SETTINGS

Adjust the music and sound effect settings here. Press **↑**, **↓**, **←**, **→** or push the left analog stick to choose an item, press the **⊗** button to confirm your selection.

Sound: Select the game sound output, choosing from Mono, Stereo or Surround sound.

BGM Volume: Adjust the volume of the background music.

Voice Volume: Adjust the volume of character voices.

Game SE Volume: Adjust the volume of the game sound effects (jet engines, explosions, etc.).

System SE Volume: Adjust the volume of the action sounds (selection confirmation, cursor movement, etc.).

This game is presented in Dolby® Pro Logic® II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Surround from the Sound Settings menu.

SCREEN SETTINGS

Set the screen position and brightness here. Press **↑**, **↓**, **←**, **→** or push the left analog stick to choose an item, press the **⊗** button to confirm your selection.

Screen Position: Adjust the screen position.

Brightness: Adjust the screen brightness.

Screen Ratio: Set the screen ratio to either 4:3 or 16:9.



ACE COMBAT™ THE BELKAN WAR



Schnee:

22nd Air Division / 4th Tactical Fighter Squadron

Aircraft: four F-14D Super Tomcats and one EA-6B Prowler

Lead ace: Erich "Phoenix" Hillenberand – "A man who lived for battle"

Skilled and experienced but never interested in promotion, Hillenberand's only passion is for flight and combat, earning him the nickname "The Eternal 2nd Lieutenant". He is fiercely trusted by his wingmen, who use F-14D Super Tomcats for combat and one EA-6B Prowler for jamming enemy radar.



Silber:

51st Air Division / 126th Tactical Fighter Squadron

Aircraft: one F-4E Phantom II and four F-16C Fighting Falcons

Lead ace: Dietrich "Boss" Kellerman – "The reborn veteran"

An instructor in the Belkan Air Force Academy, Kellerman's teachings fostered many young pilots. To boost morale in the midst of the Belkan War, the veteran pilot returned to the skies, accompanied by his students: young elite pilots known as "The Kellerman Class". He pilots an F-4E Phantom II, whilst his wingmen use F-16C Fighting Falcons with silver zebra paint schemes.





SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/3 indicator on the front of the console is lit up red. Press the I/3/RESET button and the I/3 indicator will light up green.

Press the 4 button on the console front to open the disc cover and place the Ace Combat™: The Belkan War disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. Ace Combat™: the Belkan War will then commence loading. Do not insert or remove accessories once the power is turned on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

MEMORY CARD (8MB) (For PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. Any previously saved Ace Combat™: The Belkan War game data will be auto-loaded upon start-up.

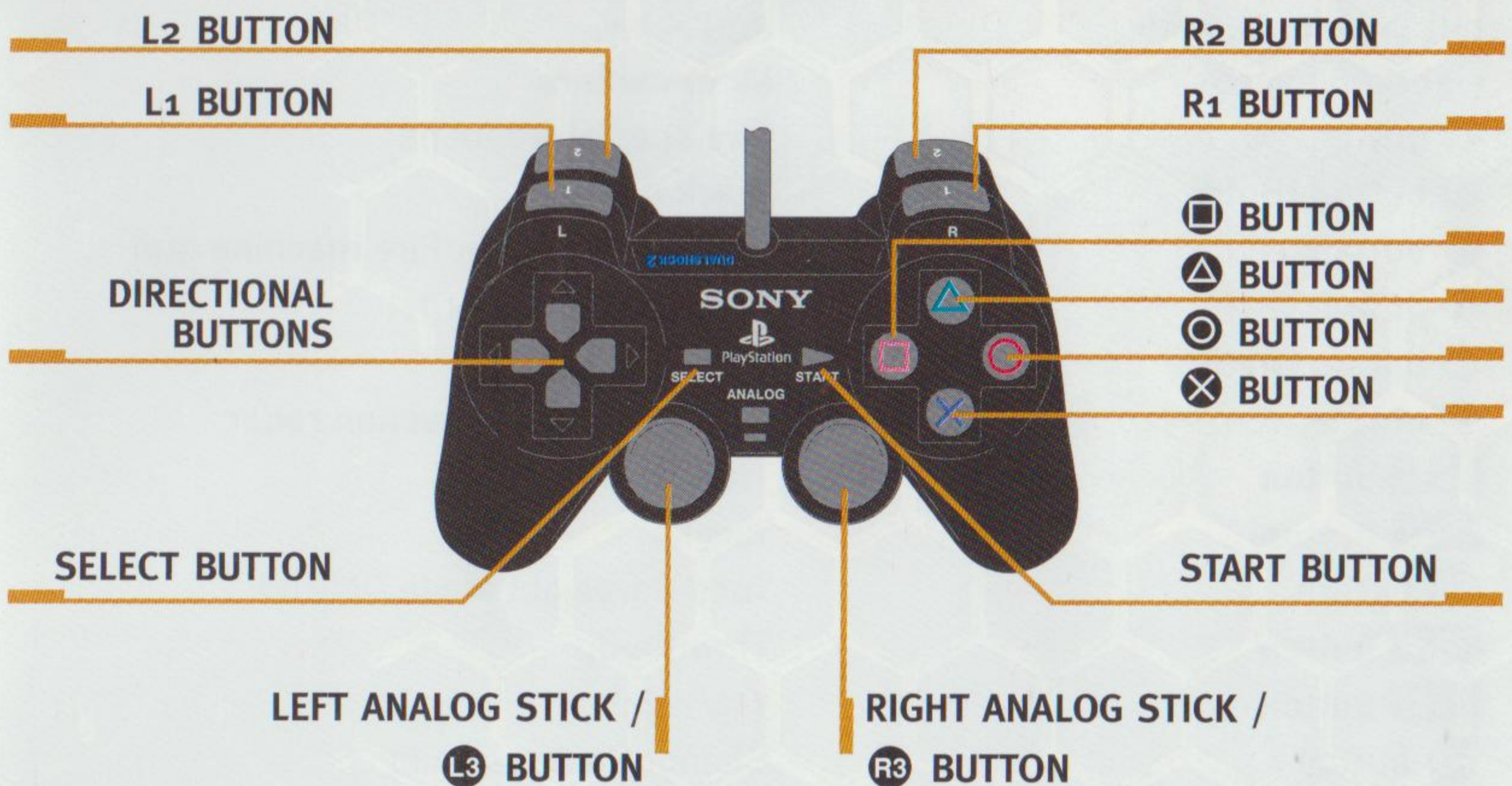


DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

NOTE: Ace Combat™: The Belkan War only supports the use of the Analog Controller (DUALSHOCK®2).

DEFAULT CONTROLS



There are two controller modes for piloting your aircraft: Normal and Novice. The operation of the Analog Controller (DUALSHOCK®2) differs depending on which mode you are using.

NORMAL MODE

In Normal Mode, after using the left analog stick to perform a roll, raise the pitch to turn the aircraft. This manoeuvre involves more steps in Normal Mode than in Novice Mode, but it gives you much greater control over the aircraft in flight.



 **button**

 **button**

↑, ↓, ←, →

↑

↓

←

→

left analog stick

left analog stick ↑

left analog stick ↓

left analog stick ←

left analog stick →

right analog stick

 **button**

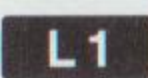
 **button (Hold)**

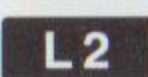
 **button**

 **button**

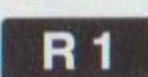
 **button (Hold)**

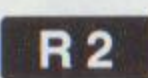
 **button**

 **L1 button**

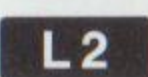
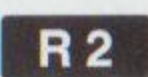
 **L2 button**

 **L3 button**

 **R1 button**

 **R2 button**

 **R3 button**

 **L2 button** +  **R2 button (Hold)**

Switch between missiles and special weapons

Display Pause Menu

Select item/Command wingman aircraft

Attack

Cover

Disperse

Allow/Prohibit special weapons

Select item/Operate your aircraft

Lower pitch

Raise pitch

Roll left

Roll right

Move camera

Fire special weapons

Track missile

Confirm selection/Fire machine gun

Cancel/Change target

Track target

Change enemy detection radar

Throttle down

Yaw left

Turn Boresight Mode ON/OFF

Throttle up

Yaw right

Change vantage point

Engage Auto Pilot

NOVICE MODE

In Novice Mode, you can easily turn the aircraft just by pushing the left analog stick left or right. The angle of the turn will be large, which is not ideal but an excellent way for beginners to manoeuvre the aircraft. The only controls that differ from Normal Mode are the left analog stick commands. Novice Mode is recommended for beginners.



Novice Mode Controls:

left analog stick	↑	Dive
left analog stick	↓	Climb
left analog stick	←	Turn left
left analog stick	→	Turn right

WINGMAN COMMANDS

Attack

Press ↑ to order your wingman to attack an enemy in front of you.

Cover

Press ↓ to order your wingman to protect you from enemies and anti-aircraft fire. The wingman will prioritise enemy aircraft on your tail, allowing you to concentrate on the target you are attacking.

Disperse

Press ← to have your wingman attack enemies in the area. Press and hold the △ button to move the vantage point towards a target. When in first person view vantage point, press and hold the △ button to display an enlarged target. There are three types of dispersion commands:

Air

The wingman will focus primarily on airborne enemies. Use this command to work with your wingman to drive back enemy forces.

Free

The wingman will target both airborne and surface-based enemies. Of the three types of dispersion, this command gives the most freedom to your wingman.

GRN

The wingman will focus primarily on surface-based enemies allowing you freedom to focus on airborne enemies.

Special Weapon Permitted/Prohibited

Press → to permit or prohibit the use of special weapons by your wingman. It is best to take on formidable enemies with full force by allowing the use of special weapons.



BORESIGHT MODE

Press the **L3** button during a mission to turn Boresight Mode to ON and display the on-screen Boresight. The Boresight is a small white target that allows you to lock onto a specific enemy with pinpoint accuracy. Moving the boresight over an enemy target will give it lock-on priority, so be sure to use this feature when enemies that you definitely want to destroy, such as Enemy Aces, are present.

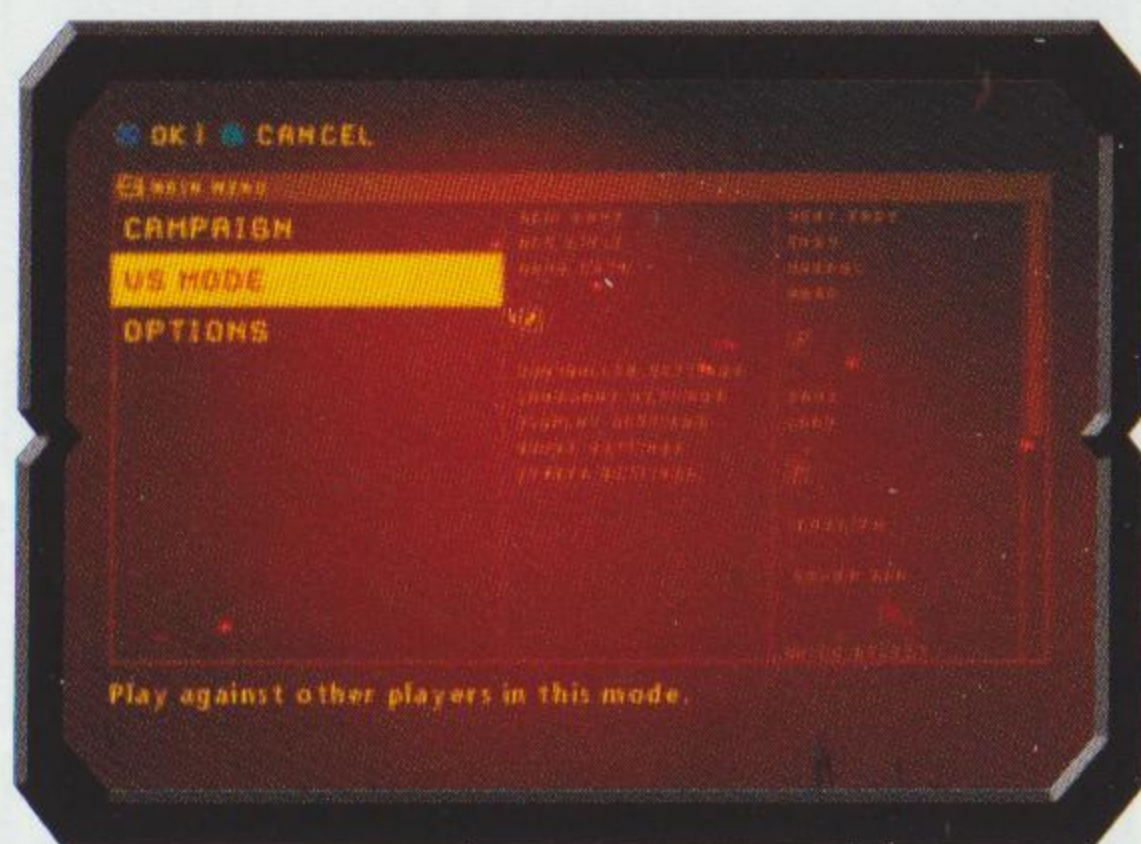
GETTING STARTED

Following a short cinematic sequence the Title Screen will be displayed. Press the **START** button to continue to the Main Menu.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** or push the left analog stick to highlight an option, then press the **×** button to confirm. To return to the previous menu screen, press the **△** button.

MAIN MENU



Campaign

VS. Mode

Options

Please refer to the Campaign section of this manual

Please refer to the VS. Mode section of this manual

Please refer to the Options section of this manual



CAMPAIGN

NEW GAME

Start a new campaign. Follow the procedure below to select settings, such as the level of difficulty and the controller mode. Once you have completed all of the settings, the mission will begin.

SELECT A LEVEL OF DIFFICULTY

Select from Very Easy, Easy, Normal, or Hard. Remember, you cannot change the level of difficulty once the mission begins.

SELECT A CONTROLLER MODE

Select either Normal or Novice control mode. Confirm your selection with the  button. Note that the aircraft's performance manoeuvres, such as when performing turns, depends on the control mode selected.

SELECT SUBTITLING

Choose either EN/SUB (English subtitles) or NO SUB (no subtitles).

CONTINUE

Select Continue to resume a Campaign from the beginning of the last uncompleted mission.

ACE STYLE

Information, such as aircraft data and medals won, can be viewed in Flight Data and Gallery.



AIRCRAFT DATA AND BATTLE RECORDS

Choose either Aircraft Data or Results and confirm your selection with the  button.

FLIGHT DATA

Aircraft Data

View the following information on each aircraft:

Aircraft Name: The aircraft name and type.

Usage: The usage ratio of the aircraft.

Sorties: The number of times the aircraft has gone into battle in a mission.

Targets Destroyed: The number of enemies that have been destroyed by the aircraft.

RESULTS

Flight time, number of enemies destroyed and current mission name are displayed in Results. Remember to check this information between missions.

GALLERY

Assault Records

A range of information on Enemy Aces you have shot down. There are over 150 unique enemy pilots, each with their own story and flying style. Shoot them all down to complete the Assault Records.

Medals

View acquired medals and the conditions required to unlock them.

GAME DATA

Select Save to save current progress to the Memory Card, and specify the location where the data should be stored. Select Load to load data previously saved to the Memory Card. Select Continue from the Campaign Menu to load the most recently saved game.



MISSION PREPARATION

Complete pre-battle preparation and confirm the details of your mission. Keep the mission objective, type and number of enemies and terrain in mind when selecting an aircraft and Special Weapon.

Select New Game from the Campaign Menu and complete all of the settings, or choose Continue to play the most recently saved game. You will then be taken to the Briefing screen where you can check the tactical situation of the war. Press the **X** button to continue reading the message, or press the **START** button to skip this information and jump to the Detailed Map screen. Be sure to review the detailed combat zone map before deploying. Press the **START** button to move onto the Briefing screen.

BRIEFING SCREEN



1. Mission details
2. Number of enemy forces
3. Map coordinates
4. Overall map

Press **↑**, **↓**, **←**, **→** or push the left analog stick to choose a point to enlarge.

BRANCHING MISSIONS

Multiple paths will be available for certain missions, the detailed map will display multiple mission choices.

START MISSION

Proceed to the Aircraft Selection screen. Keep in mind that certain aircraft are more appropriate than others depending on the mission. There are some cases when the mission will begin without aircraft selection.



HANGAR

Buy new aircraft and special weapons or sell aircraft you no longer need.

BRIEFING

Return to the Briefing screen to check the details of your mission.

ACE STYLE

View aircraft data, battle records and medals won.

GAME DATA

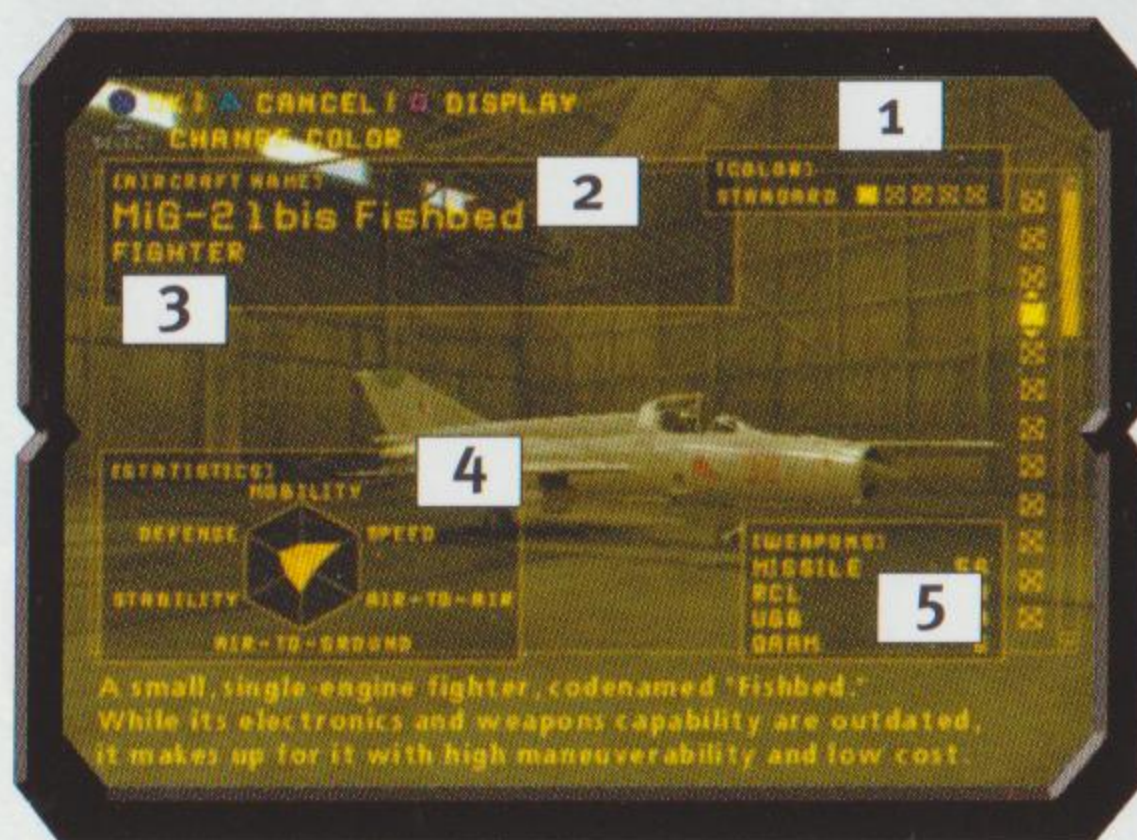
Save game progress and load previously saved data.

QUIT MISSION

End campaign and return to the Main Menu.

AIRCRAFT SELECTION

Press **↑**, **↓**, **←**, **→** or push the left analog stick to select an aircraft and confirm by pressing the **⊗** button. Press the **SELECT** button to change the colour of the aircraft. Press the **□** button to view your aircraft.



1. THE CURRENT COLOUR SELECTION OF YOUR AIRCRAFT

2. YOUR AIRCRAFT'S NAME AND NICKNAME

3. AIRCRAFT TYPES

FIGHTER

ATTACKER

MULTI-ROLE

JAMMER (electronic warfare aircraft)



4. AIRCRAFT PERFORMANCE

SPEED: Mobility and speed

STABILITY: Level of defence and ability to withstand damage

AIR-TO-AIR: Attack power against airborne enemies

AIR-TO-GROUND: Attack power against enemies on the ground

5. MISSILES/SPECIAL WEAPONS

The number of missiles and the type and number of special weapons that can be loaded onto your aircraft.

QUICK SELECT SCREEN

Press **↑**, **↓**, **←**, **→** or push the left analog stick to choose an aircraft from those listed on the screen. Confirm your selection with the **ⓧ** button.

DISPLAY MODE

Press the **ⓧ** button on the Aircraft Selection screen or the special weapons selection screen to have a closer look at your aircraft or special weapons.

left analog stick
right analog stick

ⓧ button

○ button

△ button

ⓧ button

Move camera

Adjust camera

Move the different parts of the aircraft

Zoom out

Zoom in

Return to the previous screen

SPECIAL WEAPONS

Highlight a special weapon and press the **ⓧ** button to confirm your selection. Try to choose the most effective special weapon for the mission ahead.

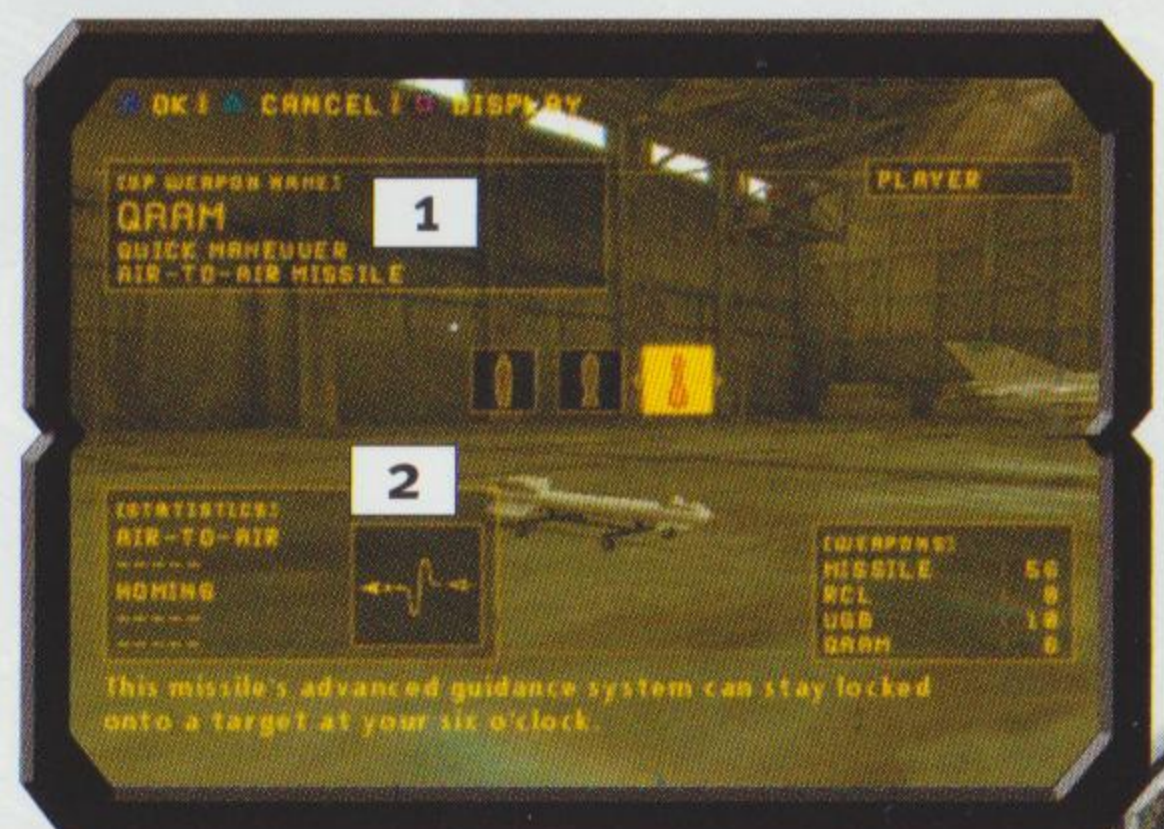
1. SPECIAL WEAPON NAME

2. SPECIAL WEAPON PERFORMANCE

- AIR-TO-AIR CAPABILITY
- AIR-TO-GROUND CAPABILITY
- HOMING CAPABILITY

(Some can lock on to multiple targets)

- BOMBING CAPABILITY





SPECIAL WEAPONS FOR YOUR WINGMAN

Select a special weapon for your wingman to access the Selection Confirmation screen. Press the **X** button to begin the mission or the **△** button to go back to the special weapon selection screen.

DEBRIEFING SCREEN

Once a mission is cleared, a Replay may be viewed from various camera angles. Data on downed enemies and other battle data will be displayed in the Debriefing screen.

Replay Controls

↑, ↓, ←, → or
left analog stick **↑, ↓, ←, →**
right analog stick
□ button
START button

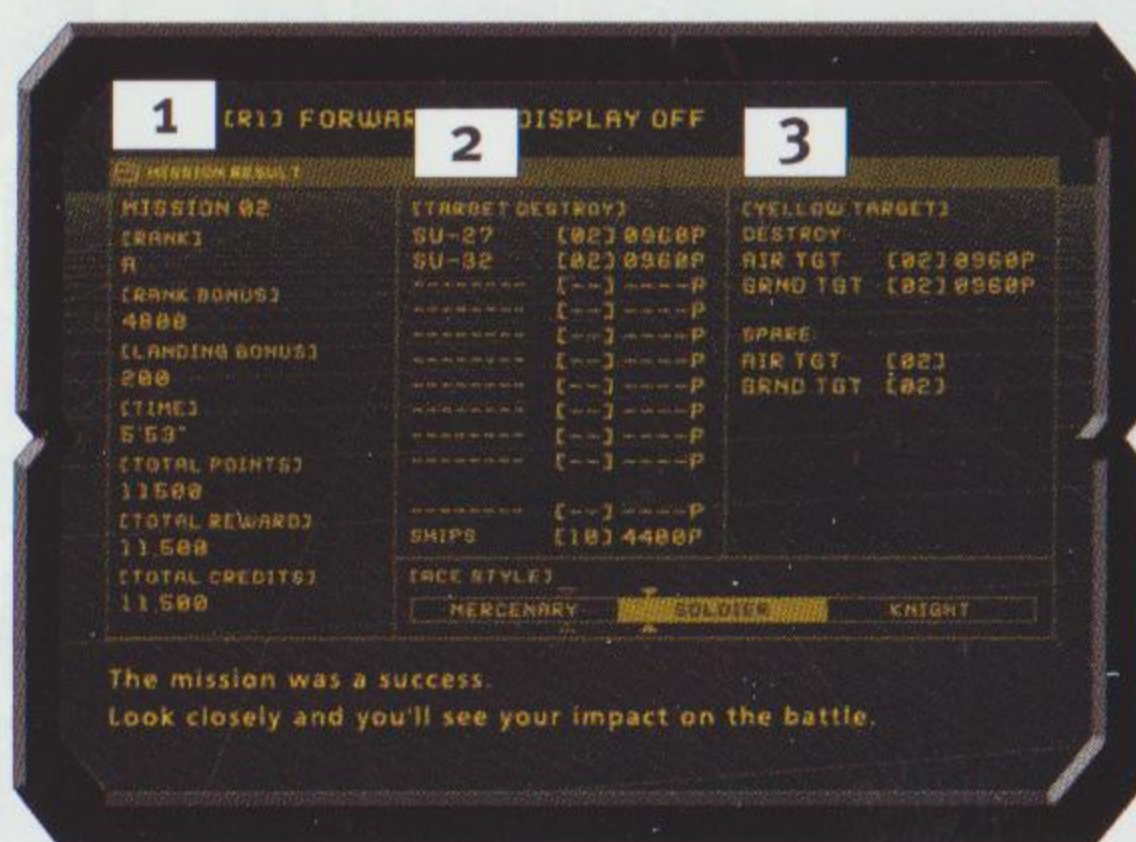
Change camera type

Move camera

Turn screen display ON/OFF

Go to Debriefing screen

The Debriefing screen is displayed after the mission is completed and allows you to see the actions that your aircraft performed and rewards earned. The background display can be fast forwarded using the **R1** button, and the screen display turned ON/OFF using the **□** button. Press the **X** button to proceed to the Progress Selection screen.





1. MISSION RESULTS

- Rank:** Your performance during the mission will be ranked with a score of S (highest), A, B, or C (lowest).
- Rank Bonus:** You can receive bonus points depending on the rank you earn.
- Landing Bonus:** You will receive bonus points for any successful landings completed. If you successfully completed mid-air refuelling, this category will change to Refuelling Bonus.
- Time:** Shows how long it took you to clear the mission.
- Total Points:** Shows the total number of points you earned during the mission.
- Total Credits:** Shows the total amount of money you have.

2. TARGET DESTROYED

Shows the type and number of enemies you destroyed and points received.

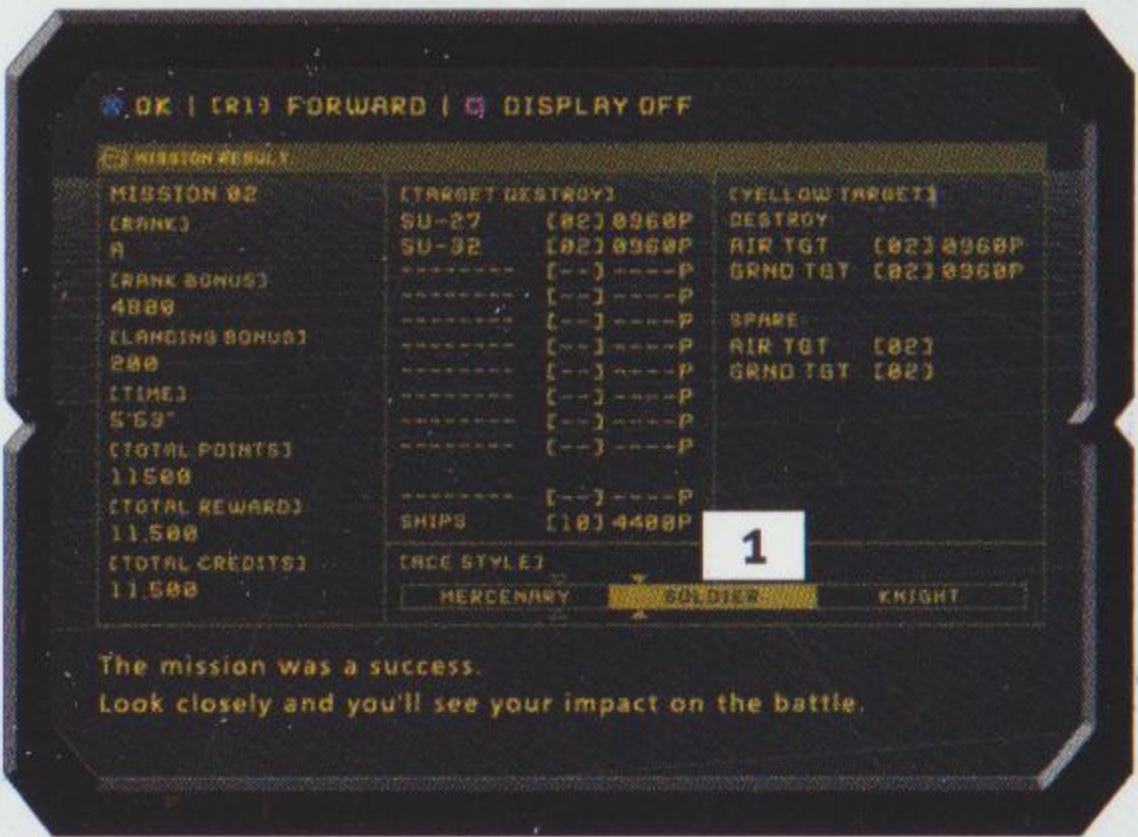
3. YELLOW TARGET

- Destroyed:** Shows the number of yellow targets you destroyed.
- Spared:** Shows the number of yellow targets you chose not to destroy.

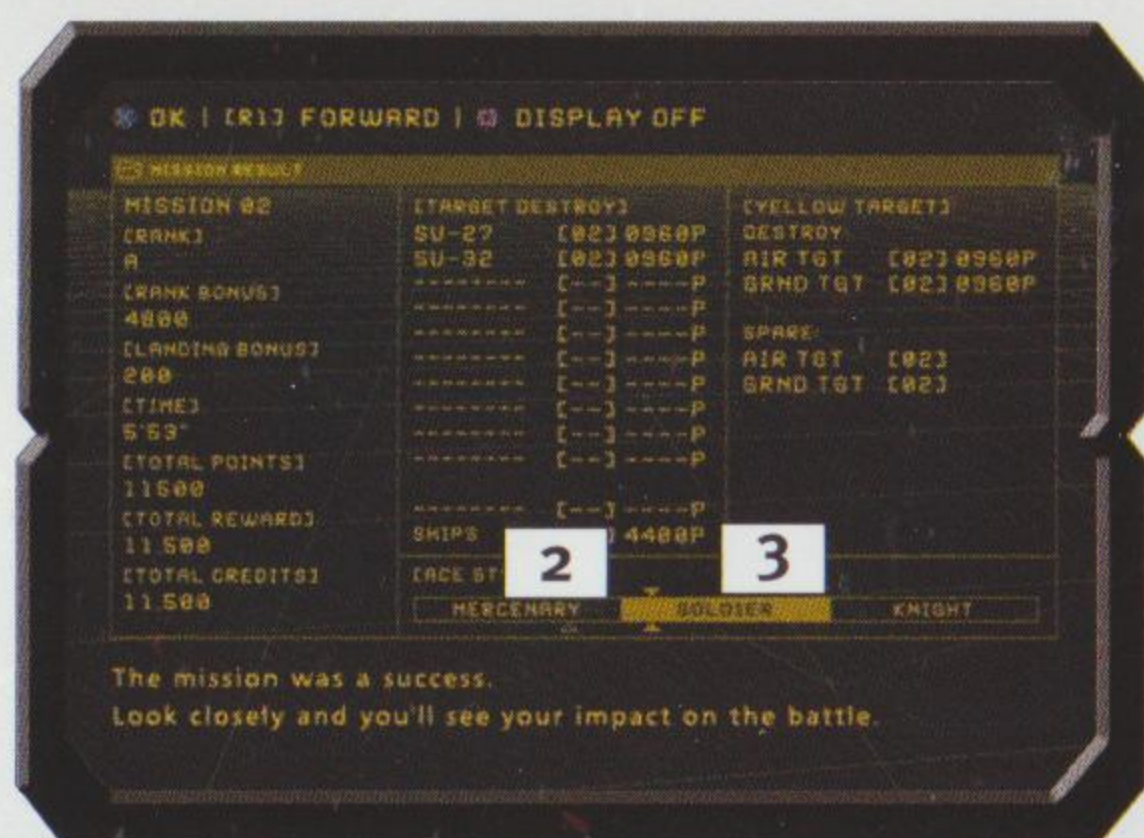
ACE STYLE

Your actions during each mission (including yellow targets destroyed and whether or not you covered your allies) will affect the Ace Style Gauge. Retrospective interviews, radio message content and enemy troops will vary greatly depending on the Ace Style Gauge. No style is better than the others – they are just another indicator of your actions in battle and a reflection of your style as an ace pilot.

1. ACE STYLE GAUGE



Aces who are driven by their rewards will gravitate towards a Mercenary style, while those who focus more on completing the mission lean more towards the Knight style.



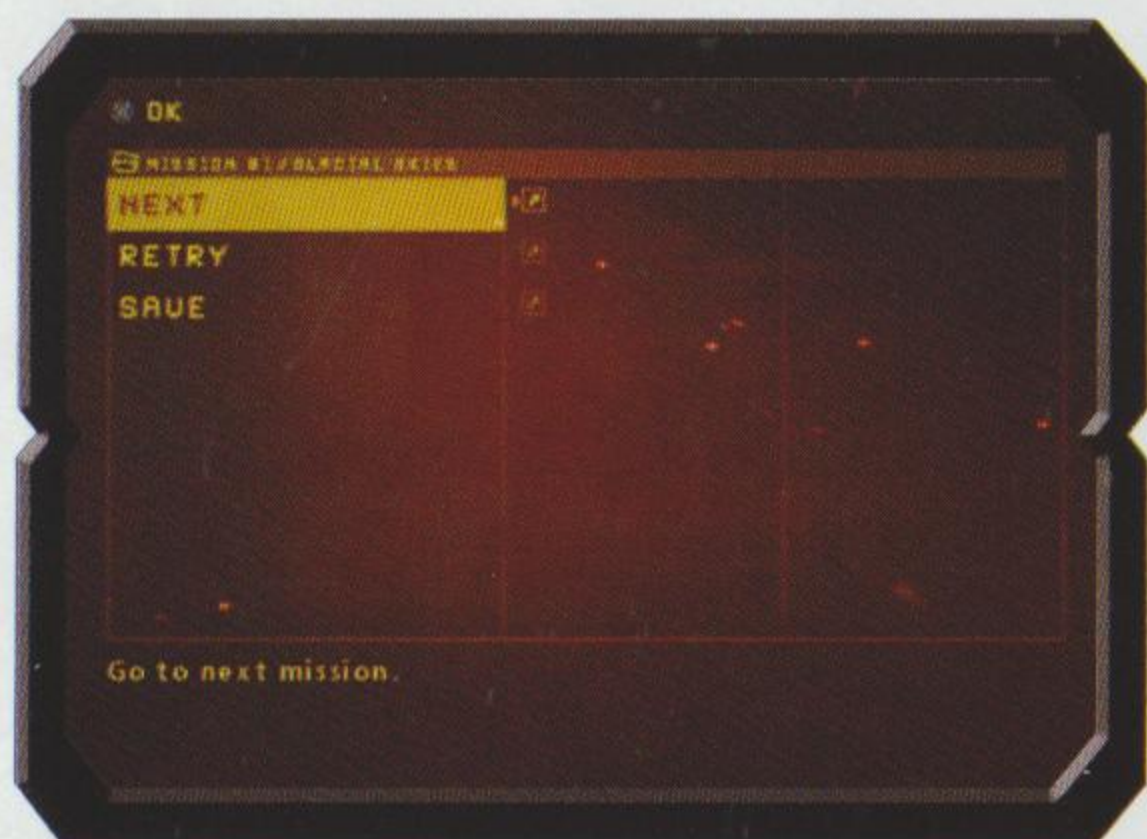
2. YOUR ACE STYLE BEFORE THE MISSION

3. YOUR ACE STYLE AFTER THE MISSION

Mercenary: An ace who lives for power, money, and focuses on having the strength to obliterate enemies and receiving rewards.

Soldier: An ace with an eye for war who can get through any battle, follows orders effectively and knows how to act spontaneously to deal with any situation.

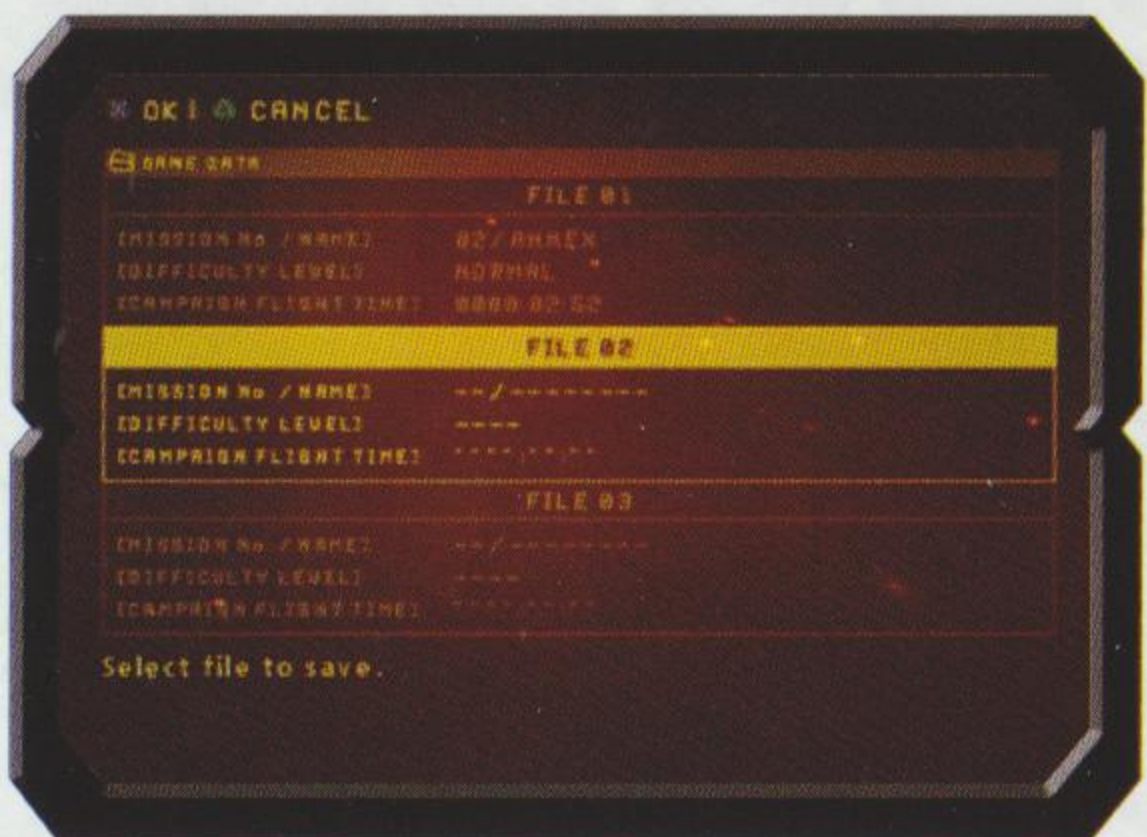
Knight: An ace who places pride before anything else and who lives by the code of chivalry by defeating the powerful and helping those in need.
After you review your achievements in battle on the Debriefing screen, select your next course of action on the Progress Selection screen.



NEXT: Proceed to the next mission.

RETRY: Try the mission over again. Data from your previous attempt will not be saved.

SAVE: You can save a game in progress. Press **↑**, **↓** or push the left analog stick to select a location to save the data. Press the **⊗** button and the Confirmation screen will be displayed. Select YES to save. Remember that when overwriting data the Confirmation screen will still be displayed. Select YES to overwrite data.





PLAYING CAMPAIGN MODE

REQUIREMENTS TO CLEAR A MISSION

- Destroy all specified targets
- Protect specified allies
- Acquire the required number of battle achievement points during the allotted time

CONDITIONS THAT WILL END THE GAME

- Damage level reaches 100%
- You are shot down or crash
- Crossing over the Combat Zone Border
- Failure to complete the mission in the allotted time
- Failure to fulfil the mission requirements

MISSION FAILURE

Upon mission failure you will be given the option to Restart or Quit Mission.

Restart: Retry the same mission from the beginning.

Quit Mission: End the current mission.

TAKEOFF, LANDING AND MID-AIR REFUELLING

During certain missions, successfully completing takeoff, landing or mid-air refuelling will add to your score. These events may be tried an unlimited number of times, or skipped by pressing the  button.

BUYING AND SELLING

Select Hangar on the Briefing screen to buy and sell aircraft and special weapons. Press , , ,  or push the left analog stick to choose an item, press the  button to confirm your selection. Money acquired by completing missions may be used to buy more advanced aircraft and special weapons.

AIRCRAFT

To purchase an aircraft, choose the one you wish to purchase and confirm your selection with the  button. To sell an aircraft, choose the one you wish to sell and confirm your selection with the  button. The aircraft's special weapons are sold along with the aircraft.



SPECIAL WEAPONS

Buying

Select an aircraft you would like to upgrade, choose the special weapon you would like to buy and press the **X** button to confirm.

Selling

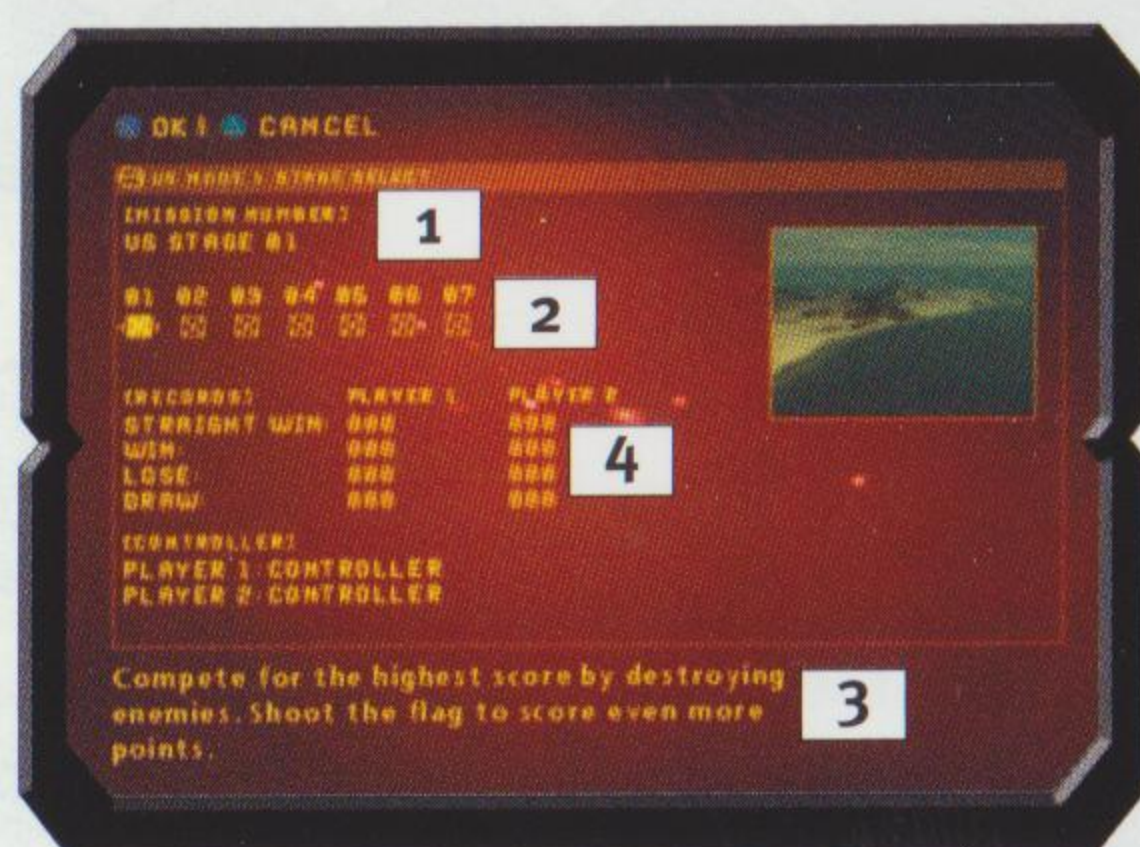
Select an aircraft that is equipped with the special weapon you would like to sell and press the **X** button to confirm. The special weapons loaded on a selection of aircraft from the start cannot be sold.

ACCOUNT

Your account highlights how much money you have, aircraft or special weapon price, and how much money you will have after the purchase or sale.

VS MODE

In this mode the screen is divided into two parts vertically. There are seven stages that await, each with a different set of battle rules. You will need to adapt your playing style for each set of rules. Select your battle stage and press the **X** button to confirm. The rules of battle are different for each stage. Carefully read the explanations for each stage displayed at the bottom of the screen.



1. BATTLE STAGE
2. NAME AND ICON OF THE BATTLE STAGE
3. EXPLANATION OF THE BATTLE STAGE
4. RECORDS



Straight Wins

Wins

Loss

Draw

The Battle Settings screen will be displayed once you select your stage. The first player to reach the number of points set under Victory Count wins.

Start Mission: Start the mission.

1P Aircraft: Select the aircraft that Player 1 will use.

2P Aircraft: Select the aircraft that Player 2 will use.

1P Controller Settings: Change the controller settings for Player 1.

2P Controller Settings: Change the controller settings for Player 2.

Victory Count: Set the number of points needed to win the battle.

Time Settings: Set the duration of the battle.

Attain the required number of points to beat your opponent. Press the  button to display the Enemy Detection Radar.



1. CURRENT POINTS (1P)

2. ENEMY INFORMATION

Shows the number of points you will receive if you take down the enemy you are locked on to.

3. LEAD ICON

This icon appears on the side of the player who is in the lead.

4. CURRENT POINTS (2P)

5. TIME LIMIT

6. ENEMY DETECTION RADAR

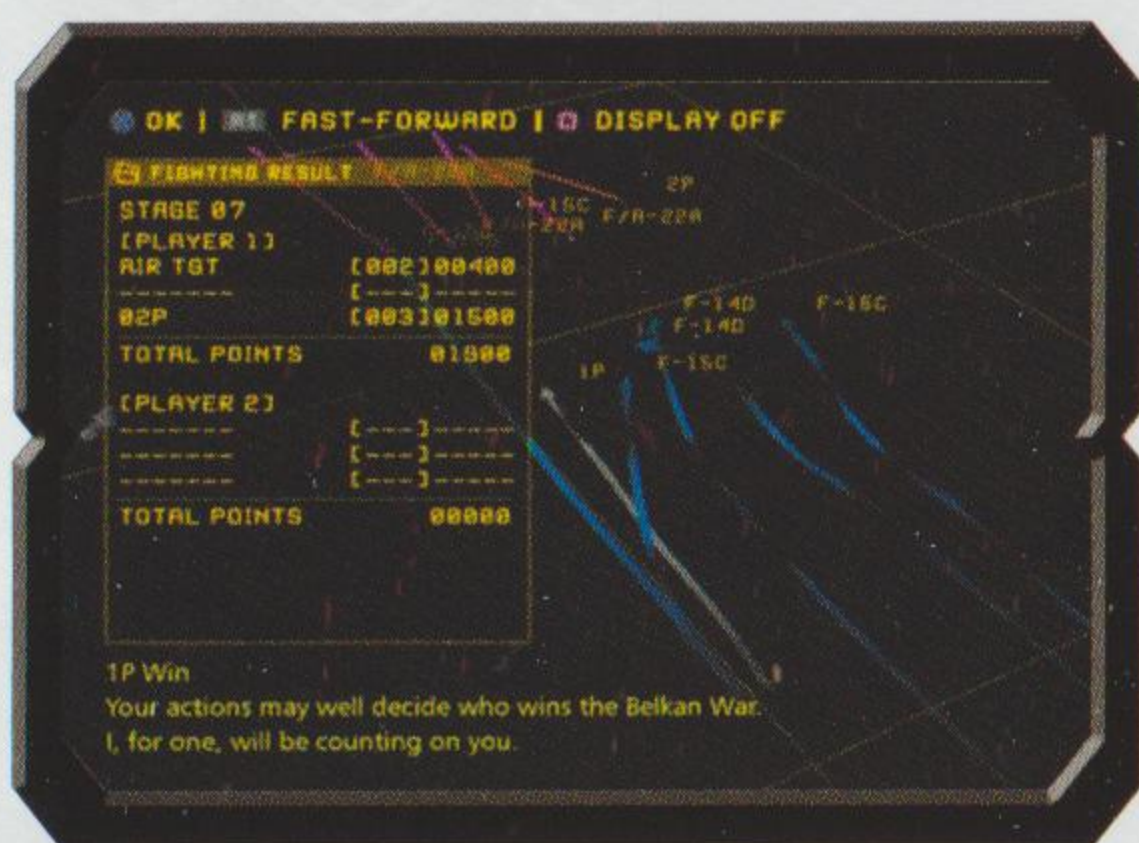
Your battle opponents are indicated with a pink mark and their ally aircraft are shown in purple.



Once the battle has ended select Restart to play again or Quit Mission to go to the Results screen.

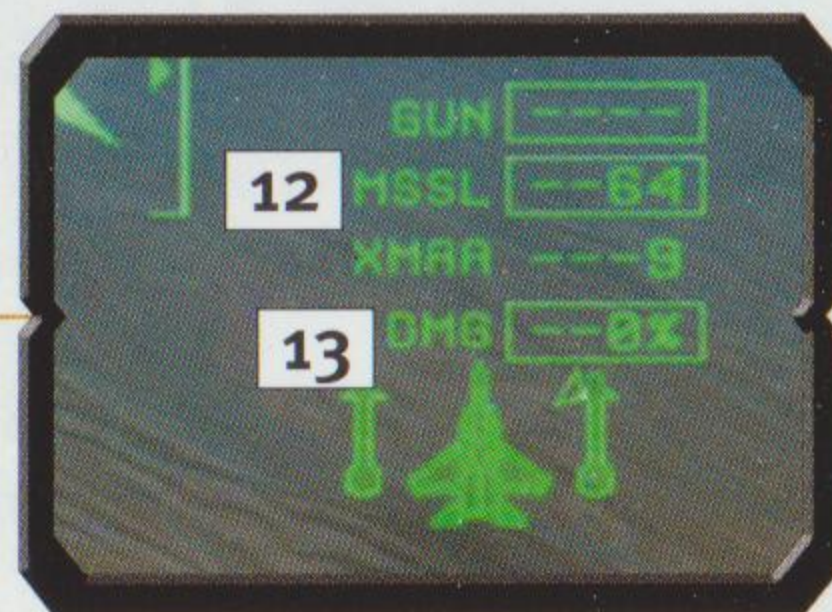


This screen shows detailed information about the battle, such as the flight path of each player and a breakdown of the number of points received. Press the **X** button on the winner's controller to close the Results screen and return to the Stage Selection screen.



GAME SCREENS

A variety of information will be displayed on screen during a mission. The information that appears will differ depending on the situation and the mode you are in, so be sure to read the detailed explanations on the following pages.



1. SCORE

Displays your score. Increases every time you take down an enemy.



2. AIRSPEED

Displays your aircraft speed in knots. You can change the display to KPH in Display Settings located in the Options Menu.

3. ENEMY DETECTION RADAR

Shows the position of your aircraft, wingman aircraft and enemy aircraft.

4. ENGINE THROTTLE

Displays engine power output. The output can be increased or decreased by pressing the **L1** and **R1** buttons.

5. DIRECTION

Shows the direction of your aircraft (N = North, NE = Northeast, E = east, SE = Southeast, S = South, SW = Southwest, W = West, NW = Northwest).

6. VELOCITY VECTOR

Estimates where your aircraft is headed.

7. WHISKY MARK

Indicates your aircraft's lateral tilt. It is always at the centre of the screen.

8. PITCH SCALE

Shows your aircraft's pitch compared to the horizon. It is parallel with the horizon and is broken into five-degree increments. When the pitch becomes negative (i.e. your aircraft is pointed below the horizon), the line becomes dotted.

9. DISTANCE SCALE

The arrow represents the distance between your aircraft and the selected enemy. It drops as you approach the enemy aircraft. The thick bar indicates the lock-on distance for missiles or special weapons, you can lock on to an enemy once the arrow crosses into the thick bar.

10. REMAINING TIME

Displays the amount of time remaining in the mission.

11. ALTITUDE

Displays your altitude in feet. You can change the display to metres in Display Settings, located in the Options Menu.

12. REMAINING AMMUNITION

(GUN/MSSL/SP) Ammunition remaining for your machine gun, missiles and special weapons. When the difficulty level is set to Normal or lower, you have unlimited machine gun ammunition.

13. DAMAGE

The amount of damage that your aircraft has sustained. When you are attacked, the percentage number increases. When it reaches 100%, you have been shot down. As your damage increases, the colour of the fuselage shown changes from green to yellow to red to flashing red.



ENEMY DETECTION RADAR

Your aircraft is always shown in the middle of the screen, and the range of enemy detection changes automatically depending on the distance between you and the enemy. Press the  button to change the range of the radar.



1. CONE

Enemy aircraft will appear on screen when they enter the cone from either side.

2. MARK

Shows the position of enemy and ally fighters. See the table below for a description of the different types of marks.

3. AXIS

This line indicates the direction the nose is pointed.

4. COMBAT ZONE BORDER

Crossing over this dotted line into the green area will result in mission failure.

5. RETURN LINE

Cross this dotted line to be able to land, restock or change weapons.

TYPES OF MARKS

[The arrow points in the direction that the aircraft is headed]

ENEMY TARGETS



NON-MISSION CRITICAL ENEMY



ALLY AIRCRAFT



YELLOW DEFENCELESS TARGET



MISSILE



DISTRESS CALL



SURFACE BASED OBJECT



WINGMAN AIRCRAFT





It is necessary to destroy the enemy targets to clear the mission, but it is up to you to decide whether or not to take out the non-mission critical enemies and yellow targets. Keep in mind, though, that while the yellow targets will not attack you, the enemies will attack.

CHANGING THE VANTAGE POINT

You can change your vantage point by pressing the **R3** button. Choose from among these three vantage points.



HUD VIEW



COCKPIT VIEW



3RD PERSON VIEW

The following is a description of screens that are displayed in special circumstances, such as when you lock on to an enemy.



1. COMMUNICATIONS WINDOW

Communications are displayed as subtitles on the screen. The colour of the sender's name indicates the following:

- Blue** ally pilot
- Green** wingman pilot
- Red** enemy pilot (message interception)

Coloured messages indicate important information that is related to the story.



2. A/B

Designates the afterburner and is displayed when you hold down the **R1** button to maximum thrust output.

3. WINGMAN COMMAND

Commands given to wingman.

4. TARGET CONTAINER

Shows the type of target on the screen.

5. DISTANCE TO TARGET

Indicates the distance to the target.

6. SHOOT

Appears when you are in a position most likely to hit targets with missiles.

7. ALLY AIRCRAFT LOCATOR

Indicates the direction where accompanying aircraft are located.

8. TARGET DATA

Displays the aircraft name, rank and points once you have locked on. It is crossed out with a horizontal line once it is destroyed.

9. MISSILE SEEKER

A sighting device that appears and locks onto targets within a certain distance.

CHANGING THE VANTAGE POINT

LOCK ON



WINGMAN



YELLOW TARGET



ALLY



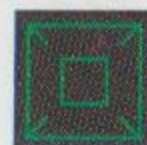
TARGET



AIRBORNE ENEMY



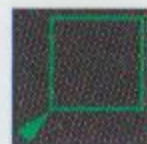
ATTENTION CONTAINER



SURFACE ENEMY



ENEMY PURSUED BY ALLY AIRCRAFT





OTHER DISPLAYS

Some displays are added when you use special weapons or adjust the camera position.



TARGET LOCATOR

Displayed when you select a target and indicates the direction of the enemy you are tracking. Be sure to look at this when you are chasing a target.



SIGHT RETICLE

Appears when your target comes within machine gun firing range.



SPECIAL WEAPONS DISPLAY

Displayed when you use special weapons. The display changes depending on the type of special weapon you select.



AIRCRAFT POSITION

Displayed when the right analog stick is used to change the position of the camera. It displays the direction of movement and the position of your aircraft.

PAUSE MENU

Press the  button during a mission to display the Pause Menu. Note that the menu differs depending on the mode. In addition to the Pause Menu, other items, such as mission clear conditions and the Enemy Detection Radar, are included in Campaign Mode.



CAMPAIGN MODE PAUSE MENU

RETURN TO GAME:

Return to the mission screen.

REPLAY:

Replay several seconds of action that just took place. Press the  button during replay to return to the Pause Menu.

RETRY:

Retry the mission from the beginning.

QUIT MISSION:

End the current mission.

IN-GAME OPTIONS:

This allows you to change settings related to your aircraft operation or the screen display.

VS MODE PAUSE MENU

RETURN TO GAME:

Return to the battle screen.

RETRY:

Retry the mission from the beginning.

QUIT MISSION:

End the current battle.

IN-GAME OPTIONS:

Change settings related to aircraft operation or the screen display. See OPTIONS for a description of possible settings.

OPTIONS

CONTROLLER SETTINGS

Decide which Controller settings you want using the options below.

CONTROL TYPE

Select either Normal or Novice.

CONTROL SCHEME

Select one of the following types of controller operation.

Type A: Select weapons with the  button, change the enemy detection radar display based on the number of times the  button is pressed.

Type B: Change the Enemy Detection Radar display by holding down the  button, select weapons using the  button.

Type C: Change the enemy detection radar display based on the number of times the  button is pressed, select weapons using the  button.

LEFT ANALOG STICK SETTINGS

Choose to set the climb and dive movement of the left analog stick to either Normal or Reverse.



ENEMY INTELLIGENCE DATA:

ENEMY ACE SQUADRONS:

Warning: This intelligence data is not exhaustive and there may be further enemy squadrons out there that have avoided our surveillance.



Rot:

2nd Air Division / 52nd Tactical Fighter Squadron

Aircraft: four Eurofighter Typhoons

Lead ace: Detlef "Red Swallow" Fleisher – "A pilot who lives by pride"



This squadron of four use Eurofighter Typhoons with a red, grey and white paint scheme. Fleisher's squadron is the most famous in the Belkan Air Force and is therefore the subject of most of the propaganda. The entire squadron is skilled in the use of XMAA (advanced air-to-air missiles), making them a formidable dogfighting opponent.



Grun:

10th Air Division / 8th Tactical Fighter Squadron

Aircraft: four F/A-18C

Lead ace: Bernhard "Owl" Schmidt – "The strategist"



Able to adapt their fighting style to suit any situation, the squadron's flexibility make them an opponent to be feared. Bernhard Schmidt is also nicknamed the "Night Owl" for his outstanding vision. His squadron of four uses F/A-18C aircraft with a distinctive green paint scheme.



Indigo:

7th Air Division / 51st Tactical Fighter Squadron

Aircraft: four JAS-39C Gripens

Lead ace: Dimitri "Indigo Heron" Heinrich – "A man who upholds honour"



The squadron of four JAS-39C Gripens with striking blue markings are posted to the eastern battle line. They are famed for their elegant combat style, earning them the name "Indigo Order of Belka".



Gelb:

5th Air Division / 23rd Tactical Fighter Squadron

Aircraft: two SU-37 Terminators

Lead ace: Rainer "Cormorant" Altman – "The fallen"



A two-man squadron using SU-37 Terminators with a brown camouflage paint scheme. Known collectively as "The Coupled Cormorants", they are capable of firing QAAM backwards to clear their "six".



Schwarze:

13th Night Fighter Air Division / 6th Tactical Fighter Squadron

Aircraft: eight MiG-31 Foxhounds

Lead ace: Dominic "Vulture" Zubov – "The bringer of death"



Using MiG-31 Foxhounds, the squadron forms a special surveillance and night fighter unit. Distinguished by their black and red markings, they are the only unit in the Belkan Air Force with unconditional clearance to engage at will. Nicknamed "The Vultures", they are infamous for shooting down friendly forces without hesitation if they try to flee combat, making them universally feared and hated.





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